SAFETY, HEALTH & ENVIRONMENT POLICY

- 1. SAFETY, HEALTH & ENVIRONMENT SHALL BE AN INTEGRAL PART AND PRIMARY CONCERN THROUGHOUT ALL PHASES OF PLANNING AND OPERATING OUR FACILITIES MEETING THE RELEVANT STATUTORY REQUIREMENTS.
- 2. IT SHALL BE RESPONSIBILITY OF MANAGEMENT TO MAKE SURE THAT ALL EMPLOYEES, CONTRACTORS UNDERSTAND THE NATURE OF THE MATERIALS HANDLED AND ANY HAZARD ASSOCIATED WITH THEIR USE; THAT THE NECESSARY PRECAUTIONS ARE USED INCLUDING THE USE OF PROPER SAFEGUARDS, MEANS OF PERSONAL PROTECTION.
- 3. CONTINUOUS EDUCATION SHALL BE STRESSED TO ASSURE THAT EACH EMPLOYEE AND CONTRACTORS KNOW THE SAFE WAY TO PERFORM HIS / HER JOB, AND THAT EVERYONE DOES HIS / HER PART IN PROTECTING HIMSELF / HERSELF AND HIS / HERCO-WORKERS FROM INJURY.
- 4. A CONTINUOUS PROGRAMME OF SAFETY AUDIT AND INVESTIGATION TO DETECT AND ELIMINATE UNSAFE PRACTICES AND CONDITIONS SHALL BE MAINTAINED.
- 5. MECHANICAL AND PHYSICAL SAFE GUARDS IN KEEPING WITH THE BEST INDUSTRIAL PRACTICES SHALL BE PROVIDED.
- 6. IT SHALL BE DUTY OF EVERY SUPERVISOR TO CARRY ON THE OPERATIONS UNDER HIS / HER JURISDICTION IN SUCH A MANNER AS TO AFFORD ADEQUATE PROTECTION FOR ALL EMPLOYESS AND CONTRACTORS. HE / SHE SHALL BE CONSIDERED RESPONSIBLE FOR THE SAFETY, HEALTH AND CORRECTION OF UNSAFE CONDITIONS, UNSAFE PRACTICES AND THE CONTINUED MAINTENANCE OF GOOD HOUSE KEEPING.
- 7. TO ASSURE EMPLOYEE'S PARTICIPATION IN OUR ACCIDENT PREVENTION PROGRAMMES ACTIVE SAFETY COMMITTEES CONSISTING OF BOTH HOURLY AND MANAGEMENT PERSONNEL SHALL BE UTILISED.
- 8. CAUSES OF ALL ACCIDENTS AND POTENTIALLY HAZARDOUS OCCURRENCES SHALL BE PROMPTLY AND THOROUGHLY INVESTIGATED AND CORRECTIVE ACTION TAKEN TO PREVENT REOCCURRENCE.
- 9. WHILE CONSIDERING CARRER ADVANCEMENT FOR INDIVIDUAL, THEIR SAFETY, HEALTH AND ENVIRONMENT PERFORMANCE WILL ALSO BE TAKEN INTO ACCOUNT.
- 10. PLANT SAFETY RULES, PROCEDURES WILL BE MADE MANDATORY TO FOLLOW.
- 11. THE ACCIDENT PREVENTION PROGRAMME INCLUDE EFFORTS TO PROMOTE THE SAFETY, HEALTH OF EMPLOYEES AND THEIR FAMILIESWHILE "OFF THE JOB".

EVEREADY